1. Image Editing
   1. Aspect Ratio – relationship of an object’s width to its height
   2. Cloning – copying part of an image and using it to replace unwanted parts of the image.
   3. Cropping – removing a part of an image
      1. The original image retains the same file size
      2. The cropped image can be saved as a new object
   4. Filters – used to apply special effects to an image
   5. Gradients – filling an object with a smooth transition from one color to another.
   6. Layering – compiling multiple pictures or objects together into one image
      1. Layers can be turned on or off
      2. Elements can be colored, layered, and resized individually
   7. Patterns and Textures
      1. Patterns are raster graphics applied as a fill
      2. Textures are used to create filters and backgrounds
   8. Rotating – pivoting an object around its center point
   9. Transparency – removing the background color of a raster image making it “see-through” in order to allow the image to blend in with its background.